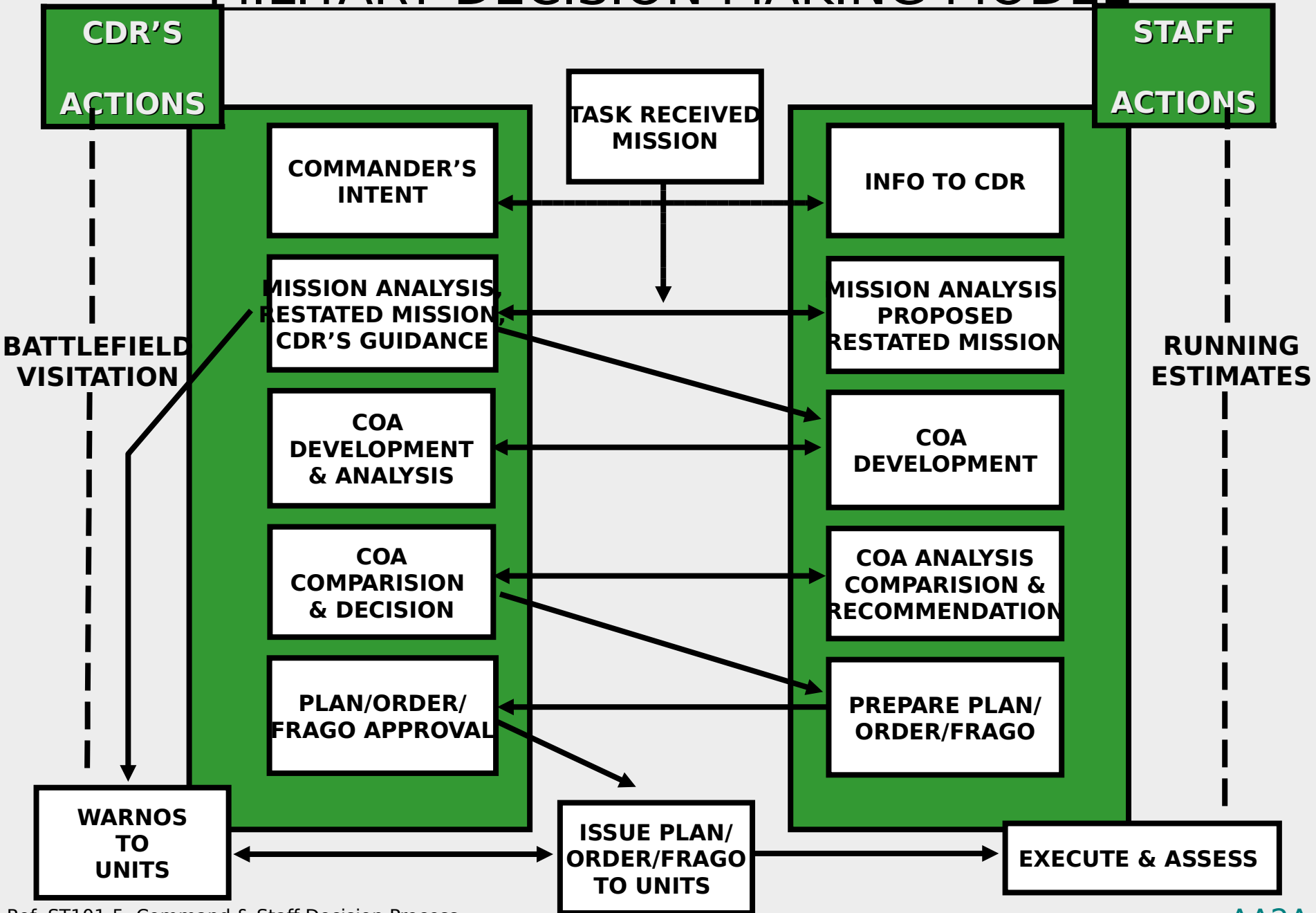




MDMP

MILITARY DECISION MAKING MODEL





CSS PLANNING



TO ENSURE EFFECTIVE SUPPORT:

WHO ARE THE SUPPORTED ELEMENTS (TASK ORGANIZATION)

**WHAT EACH OF THE SUPPORTED ELEMENTS WILL BE DOING
(CONCEPT OF THE OPERATION, SPECIFIC INSTRUCTIONS)**

WHEN THEY WILL DO IT (CONCEPT OF THE OPERATION)

HOW THEY WILL DO IT (CONCEPT OF THE OPERATION, SPECIFIC INSTRUCTIONS)



CSS PLANNING



PREDICT

- **WHAT TYPE OF SUPPORT IS REQUIRED**
- **WHAT QUANTITIES OF SUPPORT ARE REQUIRED**
- **COMMANDER'S PRIORITIES BY TYPE AND UNIT**

DETERMINE

- **WHAT CSS RESOURCES ARE AVAILABLE (ORGANIC, LATERAL, AND HIGHER)**
- **WHERE THE CSS RESOURCES ARE**
- **WHEN CSS RESOURCES WILL BE AVAILABLE**
- **HOW THE REAR CP WILL MAKE THE RESOURCES**

AVAILABLE

MISSION ANALYSIS!



LOGISTICS ESTIMATE



AN ANALYSIS OF LOGISTICS FACTORS AFFECTING MISSION ACCOMPLISHMENT

CONSIDERS:

- **WHAT IS CURRENT AND PROJECTED STATUS OF MAINTENANCE, SUPPLY AND TRANSPORTATION**
- **HOW MUCH OF WHAT IS NEEDED TO SUPPORT THE OPERATION**
- **HOW WILL WHAT IS NEEDED GET TO WHERE IT IS NEEDED**
- **WHAT EXTERNAL SUPPORT IS NEEDED**
- **CAN THE REQUIREMENT BE MET USING LOGPAC OPERATIONS OR ARE OTHER TECHNIQUES NECESSARY**
- **WHAT ARE THE SHORTFALLS AND NEGATIVE IMPACTS**
- **WHAT COURSE OF ACTION CAN BE SUPPORTED**



CSS Doctrinal Support OFFENSE



- **Maintain Momentum of the Attack**
- **More CL III Less CL V**
- **Support Distances Are Shorter**
- **FAS / MAS : 1-6 KM**
- **CTCP / UMCP : 4-10 KM from FLOT**
- **FIELD TRAINS 25-30 KM**
- **Integrate CSS assets in the Formation**
- **Adjacent Unit Coord for Area Spt**



CSS Doctrinal Support DEFENSE



- **CSS Assets Are Further From the FLOT**
- **CTCP / UMCP : 4-10 Km**
- **FAS / MAS : 1-6 Km**
- **Field Trains : 25-30 Km**
- **TF Must Plan for Ctr-Recon Support**
- **Plan for Displacement Laterally and in Depth**
- **Preposition / Cache Class V (More V Less III)**



SYNCHRONIZATION



- **THE ACT OF ARRANGING ACTIVITIES IN TIME AND SPACE TO MASS AT THE DECISIVE POINT**
- **INTEGRATION OF INTELLIGENCE, LOGISTICS AND FIRE SUPPORT WITH MANEUVER**
- **THE ARRANGEMENT OF ALL THE ELEMENTS IN TIME AND SPACE TO ACHIEVE THE DESIRED EFFECT**

FM 100-5



WARGAMING



- **AT TASK FORCE LEVEL, WARGAMING IS A MENTAL PROCESS OF VISUALIZING EACH STEP OF THE BATTLE, CONSIDERING TASK FORCE ACTION, ENEMY REACTIONS AND TASK FORCE COUNTERACTION.**
- **IPB PLAYS AN IMPORTANT PART IN WARGAMING THE COURSES OF ACTION**
- **WARGAMING OFTEN INVOLVES THE ENTIRE STAFF IN PLANNING THE USE OF COMBAT SUPPORT ASSETS, TO INCLUDE ESTABLISHING PRIORITIES, COMMAND AND SUPPORT RELATIONSHIPS, ASSIGNING TARGETS AND FIXING RESPONSIBILITIES.**



CCIR



“Information the commander requires that directly affects his decisions and dictates the successful execution of operations.”

-- FM 101-5-1

- **Situation dependent**
- **Specified for each operation**
- **Time sensitive**
- **Included in OPORD**
- **Critical in battlefield decision-making**



FFIR



Information the commander and staff need about the forces available for the operation. This includes personnel, maintenance, supply, ammunition, and petroleum, oils, and lubricants (POL) status, and experience and leadership capabilities.

-- FM 101-5-1